

NEW DEER TAG DRAWINGS

At the request of hunters, the California Department of Fish and Game (DFG) has evaluated several alternative drawing methods, including those used in other western states. After careful consideration, the DFG has selected "draw-by-choice" as the method that best meets the needs of California's deer hunters and can be implemented at no additional cost.

HOW THE NEW DRAWINGS WORK

Under the old drawing system, all applicants competed in one drawing, regardless of their first, second or third tag choices. The computer assigned each applicant (or party) a unique random number, drew applicants in order by random number, and awarded each person (or party) his or her first available tag choice. Odds of success were impossible to calculate because they were determined mainly by the applicant's computer-generated random number: the lower your number, the sooner you were drawn, and the better your chance of receiving one of your three tag choices before the quota filled. Also, in this type of drawing, it was possible for some applicants to receive tags as their second or third choice before others requesting that tag as their first choice.

With the new system, separate drawings are held for each zone and hunt and applicants compete only with others listing the same tag choice in the same order of preference. In this type of drawing, more tags are available to first-choice applicants who are no longer competing with second-choice and third-choice applicants.

The drawings work like this:

- ➊ After the application deadline, when all applicant information has been entered, the computer assigns each person (or party) a **unique random number**.
- ➋ Just prior to drawing, the computer **sorts all applications** according to first tag choice.

- ➌ The computer conducts **separate first-choice drawings** for each zone and hunt by awarding tags to applicants in random number order, starting with the lowest number, until each tag quota fills.
- ➍ After the first round of drawings, unsuccessful applications are sorted again by **second tag choice** and the computer conducts a second round of drawings for any zones and hunts with tags remaining.
- ➎ If tags remain after the second round of drawings, unsuccessful applications are sorted once again by **third tag choice** and a third round of drawings is held.
- ➏ Applications not drawn in the third round are either **submitted for refund or returned** to the hunter with a list of available tags so that he or she may reapply.

DRAWING TIPS: In this type of drawing, your first tag choice carries the most weight because most tags go to first-choice applicants. You can improve your odds of being drawn by choosing a zone or hunt with a higher tag quota and fewer applicants (see 1999 deer tag drawing statistics on page 15). Your second and third choices carry less weight because the computer will only consider them after all first-choice drawings are completed and only if tags are still available. Using your third choice for a tag issued on request (A, B, C, or D Zone or Archery-only) can save time if you are not drawn for a premium tag and wish to reapply for an available tag. (For information on zones and hunts which did not fill in last year's drawing, see deer charts on pages 10-14).

DRAWING RESULTS: The DFG will conduct the automated deer tag drawing by June 12, 2000. Deer tags or unsuccessful drawing notices will be mailed to drawing participants as soon as possible after the drawing. Beginning June 21, draw results will be available by phone during regular working hours from the DFG's License and Revenue Branch in Sacramento at (916) 227-2177 or from any DFG office (except the Menlo Park office). On that date hunters can also look up draw results on the Internet: <http://www.dfg.ca.gov/licensing/index.html>.

Unsuccessful Applicants: After the drawing, notices will be mailed to unsuccessful drawing participants who did **not** check the refund box on their original applications. Applicants should receive notices by July 1, 2000. The notice includes a list of zones and hunts with available tags. ***Do not discard your drawing notice. It takes the place of your original deer tag application and must be used to reapply for available tags (either individually or as a party), or to request a refund of your deer tag application fee if you have not already done so.*** Unsuccessful drawing notices may not be picked up in person.

If you are unsuccessful and checked the refund box when you applied, you will be notified and your application will be automatically submitted for refund.

Successful Applicants: After unsuccessful notices are mailed, deer tags are sent to successful applicants in order of season openings. Successful applicants should receive their tags by July 10, 2000.

LEFTOVER DRAWING TAGS: Beginning July 3, 2000, any X zone, Additional Hunt and Area-specific Archery Hunt tags remaining after the drawing will be available on request, as long as tags are available, by mail and in person, only from the License and Revenue Branch in Sacramento.* Persons with one-deer tag applications or unsuccessful drawing notices may apply for leftover tags at this time. Persons with second-deer tag applications may also apply for leftover Area-specific Archery Hunt tags at this time. Second-deer applications for unfilled Additional Hunts may be submitted to the License and Revenue Branch in Sacramento at any time for issuance beginning September 5. Second-deer tag applications may NOT be used to apply for leftover X zone tags.

** Leftover tags for the A22 and A23 hunts will also be available at the DFG's Long Beach and San Diego offices beginning July 3.*

DEER TAG QUESTIONS?

For more information, please contact your nearest Department of Fish and Game office or the License and Revenue Branch in writing at 3211 S Street, Sacramento, CA 95816, by phone at (916) 227-2177 or (916) 227-2244, or on the Internet at: <http://www.dfg.ca.gov/licensing/index.html>